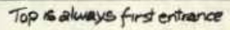
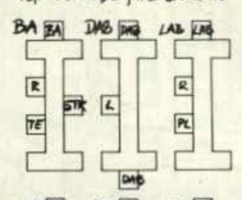
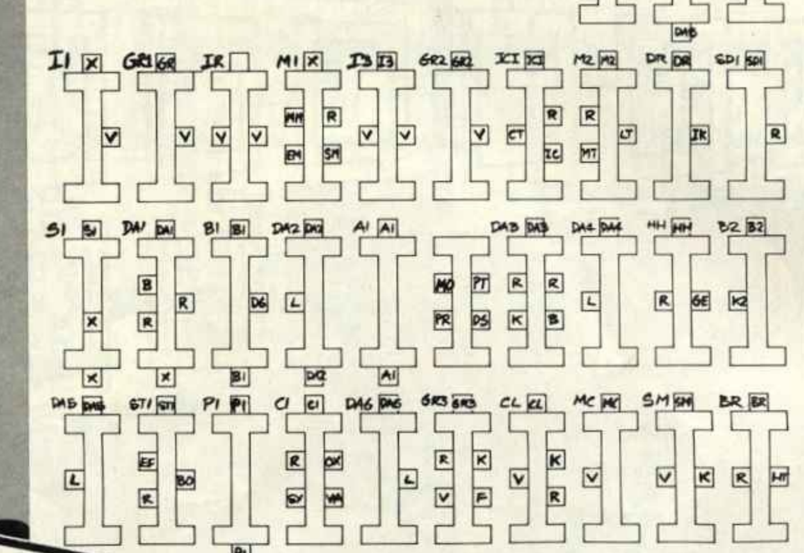
MARSPORT the key Cont'









ROOMS	LEVEL	SECTOR
S1 – spacefield	C	D
DA1 – danger(bomb),	E	C
C1 – chemists	D	C
I1 – infomat	D	F
B1 – bakery	D	F
DA2 – danger (gas bomb)	I	C
M1 – map room	I	G
P1 – plant room	J	E
GR1 – games room	F	I
I2 – infomat	F	I
M2 – music room	F	A
GR2 – games room	F	F
I3 – infomat	F	F
IC1 – ice cream	I	A
SD1 – soil depot	G	A
DR – director	A	D
HH – hot house	G	C
A1 – astronomy	A	B
OR – oratory	B	I
B2 – banker	B	A
DA3 – danger(bomb)	G	A
DA4 – danger(sonic)	G	B
DA5 – danger(radiation)	B	A
ST1 – safety	J	C
DA6 – danger(vacuum)	C	A
GR3 – games room	F	C
MC – M-central	H	H
CL – control	H	A
SM – sanctum	H	E
DA7 – danger(nerve)	B	B
BR – boiler	J	I
DA8 – danger(virus)	C	E
BA – bar	F	E
LAB – laboratory	H	B

OBJECTS – in supply lockers

B – bomb
FL – flour
G – gun
W – water
BT – baking tin
CH – charcoal
GL – glass
MM – Mars map
SM – sun chart
EM – Earth map
GZ – gauze
DG – dough
KT – kettle
IC – ice pack
FR – frame
CT – cornet
3K – third key
1K – first key
ET – empty tank
LT – lute
MT – mute
CA – calculators
MO – manifesto
PR – projector
PT – pointe
DS – dais
GE – geranium
2K – second key
BO – boots
EF – ear muffs
SP – steps
SY – syringe
OX – oxygen
VA – valium
IT – insect
HT – helmet
TE – tea
STR – strainer
PL – plans
TP – toupee
WX – w-codex
EX – e-codex
TX – t-codex
6X – 6-codex
NX – n-codex
IX – i-codex
UX – u-codex
DX – d-codex
GX – g-codex
HX – h-codex

V – vidtex
L – locker
R – refuse
O1, 2, 3... – one-way doors
NE – no entry
H – herald
WN – warden
R1, 2, 3... – restricted doors
F – factor
WL – warlord